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Not-Playing Games	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	<p>5 p.m. Magnum BACRAMON DEN (Gertie 12362)</p> <p>6 p.m. Win of the Lines RPG ZONE (Gertie 12362)</p> <p>7 p.m. The Gathering MARRIED LIFE (Luglin 35148)</p> <p>8 p.m. The Player MARRIED LIFE (Luglin 35148)</p> <p>9 p.m. ST Advance LUGLIN (LUGLIN 35148)</p> <p>10 p.m. Games Covers TEEN HANGOUT (Luglin 35148)</p> <p>11 p.m. Star Trek Enterprise BACRAMON DEN (Gertie 12362)</p> <p>12 p.m. SPACE PLACE BACRAMON DEN (Gertie 12362)</p> <p>1 p.m. Star Trek Enterprise BACRAMON DEN (Gertie 12362)</p>	<p>5 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>6 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>7 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>8 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>9 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>10 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>11 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>12 p.m. Star Trek RPG ZONE (Luglin 35148)</p>	<p>5 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>6 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>7 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>8 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>9 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>10 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>11 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>12 p.m. Star Trek RPG ZONE (Luglin 35148)</p>	<p>5 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>6 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>7 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>8 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>9 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>10 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>11 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>12 p.m. Star Trek RPG ZONE (Luglin 35148)</p>	<p>5 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>6 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>7 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>8 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>9 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>10 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>11 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>12 p.m. Star Trek RPG ZONE (Luglin 35148)</p>	<p>5 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>6 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>7 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>8 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>9 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>10 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>11 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>12 p.m. Star Trek RPG ZONE (Luglin 35148)</p>	<p>5 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>6 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>7 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>8 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>9 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>10 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>11 p.m. Star Trek RPG ZONE (Luglin 35148)</p> <p>12 p.m. Star Trek RPG ZONE (Luglin 35148)</p>

LET THE GAMES BEGIN!

As The Imagination Network has grown, the number of online tournaments and clubs has skyrocketed. We're working hard to keep up, but we need your help. Send us information about upcoming tournaments and details of your club, and we'll return the favor. We'll publish updated listings and help get the word out to other Imagination members, and may even provide some cool prizes!

It's simple to register your tournament or club: write to the Club Registry at E-mail Box 699, or drop us a line at *Imaginations*, 577 Airport Blvd., Suite 300, Burlingame, CA 94010, or post to any "Notes to INN" Bulletin Board. To include your information in *Imaginations*, we need the information at least three weeks before the start of the month in which the tournament or special event takes place.

Special Interests

1 p.m.
Star Trek: Voyager
TECH TOWER
(Gertie 12362)

5 p.m.
The Gathering
MARRIED LIFE
(Luglin 35148)

7 p.m.
Star Trek: Voyager
TECH TOWER
(Gertie 12362)

9 p.m.
The Gathering
MARRIED LIFE
(Luglin 35148)

11 p.m.
Star Trek: Voyager
TECH TOWER
(Gertie 12362)



5 p.m.
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Sports

5 p.m.
Star Trek: Voyager
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Support Groups

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Star Trek: Voyager
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Television & Movies

5 p.m.
Star Trek: Voyager
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(Gertie 12362)

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Star Trek: Voyager
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Star Trek: Voyager
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(Gertie 12362)

– “SCHOOL” continued from page 1

- Remind kids to be cautious about revealing personal information online. Similarly, advise them not to believe everything they read online. Above all, tell them to trust their instincts!

If a conversation becomes uncomfortable, your kids can “mute” further messages from a particular person. And if they receive a message that is abusive or inappropriate, tell them to complain right away to an online ImagiNation employee, identified by the “INN” label at the beginning of their online name.

- Make being a part of ImagiNation easy on everyone in the family. To use ImagiNation, you dial in with a modem and a household phone line. Some families have a 2nd phone line installed so no one misses an important call while the computer is in use.
- Make sure the family computer is accessible to everyone who needs to use it. Some families with more than one computer sign up for more than one ImagiNation account so that parents and kids can go online at the same time in the evening.
- Make the computer a comfortable place to be. Avoid backache with a well-built, adjustable chair. And make sure you have adequate lighting in the room and a good-quality monitor to minimize eyestrain and glare.
- Finally, take your own place in the ImagiNation community. If you haven’t joined us already, take the time for a stroll around the ImagiNation neighborhood. You may find that you like it here, too.

– “NEW WORLD” continued from page 1

Games on CyberPlex are designed for children ages 7-14, with skills levels from beginner to advanced. A feature that sets CyberPlex apart from other game systems is that it allows children to “team up” and learn how to collaborate to meet a goal.

Another fun detail: CyberPlex has additional facial features, including animal forms, for players to use in creating their ImagiNation personae.

Also, CyberPlex has a “trophy case” where the best players get awards for top-notch performances.

Special Events

100 YEARS 1994
Billboard

Think You Know Music?

Play top-of-the-charts trivia in *Billboard's* Music Mania contest Wednesday nights in October from 7:30-8 p.m. Pacific time.

We're celebrating *Billboard* magazine's 100-year anniversary. For a century, *Billboard* has reported on the music and entertainment industry. From turn-of-the-century circuses and vaudeville to the jukebox and rock-and-roll, *Billboard* has covered it all.

And for ImagiNation members who happen to

know it all, we've got exciting *Billboard* merchandise for the top five winners each night.

Join us live on NTN Trivia in SierraLand Wednesday nights October 5, 12, 19, 26, from 7:30-8 p.m. Pacific time.

October 5, 12, 19, 26, from 7:30-8 p.m. Pacific time on NTN Trivia in SierraLand.



Who's That Girl?

That *Seventeen* girl sure doesn't look her age. *Seventeen* magazine has been guiding young girls toward womanhood for 50 years now.

Over the years, one of the favorite sections has become the

monthly quiz. With a few well-crafted questions and some zany

multiple-choice answers, a girl can find out what kind of life she leads.

Now, join the editors for a special trivia quiz. And find out if you know as much as you think about the magazine that one out of every two teenage girls in the U.S. reads.

Top winners will receive *Seventeen* magazine merchandise and/or subscriptions.

The *Seventeen* magazine Trivia Quiz takes place every Sunday afternoon in October on NTN Trivia in SierraLand, October 2, 9, 16, 23, from 4-4:30 p.m. Pacific time.

IMAGINATION!™ In explanation

During the last month, portions of your ImagiNation service have been disrupted several times. To explain what happened, we informed you about the temporary Post Office closure that we experienced an "unusual system event."

As my mailbox attests, many of you felt that wasn't a good enough explanation! Unfortunately the closure was the first in a series of events which truly *were* unusual. A component of our host complex failed, and the failure affected another part of our service.

With a system as sophisticated and complex as ImagiNation, there are bound to be problems that are not anticipated. It's like driving a car. You can rotate the tires and change the oil every 3,000 miles, but if you run over a nail, you still have a problem. Last month, The ImagiNation Network ran over a nail.

The good news is we have the best mechanics working on the problem. We employ some of the top people in our industry to manage our system, and they are working 24 hours a day to ensure that ImagiNation is a system you can count on.

Also on the upside, we used the downtime last month to continue upgrading the "back end" of ImagiNation. (See the story by Matt George in the August 1994 *Imagings*.) This upgrade process should be complete in November. Future issues of *Imagings* will keep you up-to-date on our progress.

I cannot promise there will be no further "unusual system events." However, I can assure you we will do everything possible to guarantee your service is as interruption-free as possible.

In the coming months, I will be addressing more of the issues you're interested in – things such as pricing, our new games and the plans for our new Windows version.

See you on ImagiNation!



Tom Pomeroy, a.k.a. TomP

Tom Pomeroy is the Vice President of Marketing and Sales at The ImagiNation Network.

Fresh Face We've made some changes at *Imagings*. Longtime editor Rich Monosson has moved on to new projects. We wish him well and welcome our new editor, Gretchen Lee.

You may have noticed some design changes in our look, too. We'd love to hear what you think of the new design. Drop us a line at E-mail Box 915 or write *Imagings*, 577 Airport Blvd., Suite 300, Burlingame, CA 94010.

IMAGININGS!

577 Airport Blvd., Suite 300
Burlingame, CA 94010

BULK RATE US POSTAGE PAID PERMIT NO. 15341 Los Angeles, CA

DATED MATERIAL

Imagings is published monthly for members of The ImagiNation Network – America's premier online entertainment service. The ImagiNation Network is a joint venture of Sierra On-Line, Inc., AT&T and General Atlantic Partners. To join The ImagiNation Network or ask questions about your membership, call 1-800-IMAGIN-1.

QUESTIONS OR COMMENTS

Drop a line to Gretchen Lee, *Imagings* Editor, at E-mail Box 915 or 577 Airport Blvd., Suite 300, Burlingame, CA 94010.